

Final Fantasy IX Vivi's Abilities Translations (JP)

by Red Scarlet

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Final Fantasy IX

Vivi's Abilities Information and Translations-Version 1.1

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Version 1.0 10/31/00-Created FAQ for Vivi.

Version 1.1 11/01/00-Finished List.

Version 1.2 11/03/00-Revised a little.

<READ THE SECOND PARAGRAPH TO SEE HOW TO VIEW THE JAPANESE TEXT>

I keep getting a ton of emails about it, and how to view the Japanese text is in the paragraph right below the disclaimer.

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This FAQ was created using NJSTAR, and to view it properly, I would suggest right clicking the page, then choose 'encoding' and choose Japanese Auto-Select. That is to view it on a PC with Windows, and since I don't have a Mac, I have no idea how to do that with them. So, sorry.

Although there are a couple of Menued versions of the ability lists and the like, I have yet to see anything actually explaining what all of them do. Usually, there is just a name for them, and I guess you simply have to know what they do by only the name. Well, some people do not know, so I am going to try to throw out a helping hand again. Hopefully this'll help y'all out somewhat.

Note that most of my lists are not at 100%; I apologize, as I am only going through the game for my 2nd time at the time of writing this. Thank you.

For the Abilities, they will be listed as they look on the ability screen first, so their placement on the actual screen of the TV/monitor will look similar. Then the same list with their English translations follows. After that list, each ability will be translated (to the best of my ability), then the info about it will be displayed. Lastly, the actual equipment that must be equipped to learn the Ability will be in there too, but note that I have nowhere near every item, so these lists go by what I have encountered on my own way through the game. Here we go. I am sorry for the huge delay in posting this, and the US version comes out in a few weeks, but hey, its better late than never, right?

アビリティのビビ-Abiriti no Bibi (Vivi's Abilities)

つかう-Tsukau (Usable-Battle Commands; signified by a Red Diamond.)

ファイア	6	ファイラ	12
ファイガ	24	スリプル	10
ブリザド	6	ブリザラ	12
ブリザガ	24	スロウ	6
サンダー	6	サンダラ	12
サンダガ	24	ストップ	8
ポイズン	8	バイオ	18
アスピル	2	ドレイン	14
グラビデ	18	コメット	16
デス	20	ブレイク	18
ウオータ	22	メテオ	42
フレア	40	ジハード	72

Fire	6	Fira	12
Firaga	24	Sleepel	10
Blizzard	6	Blizzara	12
Blizzaga	24	Slow	6
Thunder	6	Thundara	12
Thundaga	24	Stop	8
Poison	8	Bio	18
Aspil	2	Drain	14
Gravity	18	Comet	16
Death	20	Break	18
Water	22	Meteo	42
Flare	40	Die Hard	72

ファイア-Faia (Fire) MP cost: 6.

AP to learn: 20.

One of Vivi's first spells that he learns, this spell does low-level
炎 (Hono'o) Fire damage to enemies.

Can be learned by equipping:

Weapons

魔道士のつえ-Madoushi no Tsue (Mage Staff)

Helmets

皮の帽子-Kawa no Boushi

ファイラ-Faira (Fira) MP cost: 12.

AP to learn: 50.

A more powerful version of Fire, this spell does mid-level
炎 (Hono'o) Fire damage to enemies.

Can be learned by equipping:

Weapons

炎のつえ-Hono'o no Tsue (Flame Staff)

Helmets

魔術師の帽子-Majutsushi no Boushi (Mage Master's Hat)

Accessories

トパーズ-Topaazu (Topaz)

ファイガ-Faiga (Firaga) MP cost: 24.

AP to learn: 75.

Even more powerful than Fira, this spell does high-level
炎 (Hono'o) Fire damage to enemies.

Can be learned by equipping:

Weapons

八角棒-Hachi Tsuno Bou (Eight Horned Stick)

スリプル-Suripuru (Sleepel) MP cost: 10.

AP to learn: 20.

Attempt to put an enemy to sleep.

Can be learned by equipping:

Weapons

炎のつえ-Hono'o no Tsue (Flame Staff)

ブリザド-Burizado (Blizzard) MP cost: 6.

AP to learn: 25.

One of Vivi's first spells that he learns, this spell does low-level
冷-Rei (Ice) damage to enemies.

Can be learned by equipping:

Armllets

皮のリスト-Kawa no Risuto (Leather Wrist)

ブリザラ-Burizara (Blizzara) MP cost: 12.

AP to learn: 50.

A more powerful version of Blizzard, this spell does mid-level
冷 (Rei) Ice damage to enemies.

Can be learned by equipping:

Weapons

氷のつえ-Koori no Tsue (Ice Staff)

Accessories

オパール-Opaaru (Opal)

ブリザガ-Burizaga (Blizzaga) MP cost: 24.

AP to learn: 85.

Even more powerful than Blizzara, this spell does high-level
冷-Rei (Ice) damage to enemies.

Can be learned by equipping:

Weapons

八角棒-Hachi Tsuno Bou (Eight Horned Stick)

スロウ-Surou (Slow) MP cost: 6.

AP to learn: 20.

When cast successfully, a target's AT meter fills up slower than usual,
resulting in a longer wait between turns.

Can be learned by equipping:

Weapons

氷のつえ-Koori no Tsue (Water Staff)

Helmets

三角帽子-Sankakuboushi (Triangle Hat)

サンダー-Sandaa (Thunder) MP cost: 6.

AP to learn: 25.

One of Vivi's first spells that he learns, this spell does low-level
雷-Kaminari (Thunder) damage to enemies.

Can be learned by equipping:

Armor

シルクの服-Shiruku no Fuku (Silk Clothes)

Accessories

ガラスのバックル-Garasu no Bakuru (Glass Buckle)

サンダラ-Sandara (Thundara) MP cost: 12.

AP to learn: 50.

A more powerful version of Thunder, this spell does mid-level
雷 (Kaminari) Thunder damage to enemies.

Can be learned by equipping:

Weapons

雷のつえ-Kaminari no Tsue (Thunder Staff)

Accessories

ペリドット-Peridoto (Peridot)

サンダガ-Sandaga (Thundaga) MP cost: 24.

AP to learn: 80.

Even more powerful than Thundara, this spell does high-level

雷-Kaminari (Thunder) damage to enemies.

Can be learned by equipping:

Weapons

八角棒-Hachi Tsuno Bou (Eight Horned Stick)

ストップ-Sutopu (Stop) MP cost: 8.

AP to learn: 25.

Stop will attempt to freeze the AT bar of an enemy in battle, making them helpless to do anything. If the spell is successful on the last enemy present in a battle, it counts as an instant death.

Can be learned by equipping:

Weapons

オークスタッフ-Ookusutafu (Oak Staff)

ポイズン-Poizun (Poison) MP cost: 8.

AP to learn: 35.

Low-level 毒-Doku (Poison) damage to enemies.

Can be learned by equipping:

Weapons

雷のつえ-Kaminari no Tsue (Thunder Staff)

バイオ-Baio (Bio) MP cost: 18.

AP to learn: 40.

High-level 毒-Doku (Poison) damage to enemies.

Can be learned by equipping:

Weapons

オークスタッフ-Ookusutafu (Oak Staff)

アスピル-Asupiru (Aspil) MP cost: 2.

AP to learn: 70.

Absorbs MP from a target.

Can be learned by equipping:

Weapons

魔導師のつえ-Madoushi no Tsue (Magic Guidance Instructor's Staff)

Armor

大地の衣-Daichi no Gi (Earth Clothes)

ドレイン-Dorein (Drain) MP cost: 14.

AP to learn: 60.

Absorbs HP from a target.

Can be learned by equipping:

Weapons

オークスタッフ-Ookusutafu (Oak Staff)

グラビデ-Gurabide (Gravity) MP cost: 18.

AP to learn: 30.

Destroys a certain percent of a target's HP. Could be 25-50%.

Can be learned by equipping:

Weapons

サイプレスパイル-Saipuresupairu (Cypress Pyre)

Accessories

アメジスト-Amejisuto (Amethyst)

黒帯-Kruoobi (Black Sash)

コメット-Kometo (Comet) MP cost: 16.

AP to learn: 55.

A big chunk of rock from the skies falls into an enemy. Does 無-Mu (Non) Elemental damage.

Can be learned by equipping:

Weapons

サイプレスパイル-Saipuresupairu (Cypress Pyre)

デス-Desu (Death) MP cost: 20.
AP to learn: 45.

Can be learned by equipping:

Helmets

黒頭巾-Kurozukin (Black Headtowel)

ブレイク-Bureiku (Break) MP cost: 18.
AP to learn: 30.

If successful, this spell

turns a target to 石化-Ishika (Stone), and kills them.

Can be learned by equipping:

Weapons

サイプレスパイル-Saipuresupairu (Cypress Pyre)

ウォーター-Uoota (Water) MP cost: 22.
AP to learn: 55.

High-level 水-Mizu (Water) damage to an enemy.

Can be learned by equipping:

Armllets

ンカイの腕輪-Nkai no Udewa (N-Kai Armlet)

メテオ-Meteo (Meteo) MP cost: 42.
AP to learn: 95.

High-level 無-Mu (Non) Elemental damage to all enemies. Might miss.

Can be learned by equipping:

Weapons

魔導師のつえ-Madoushi no Tsue (Magic Guidance Instructor's Staff)

フレア-Furea (Flare) MP cost: 40.
AP to learn: 95.

High-level 無-Mu (Non) Elemental damage to one enemy.

Can be learned by equipping:

Armor

黒のローブ-Kuro no Roobu (Black Robe)

ジハード-Jihaado (Die Hard) MP cost: 72.

AP to learn: 150.

Very high-level 無-Mu (Non) Elemental damage to all enemies and companions.
Be careful when using this spell.

Can be learned by equipping:

Weapons

メイスオブゼウス-Meisuobuzeusu (Mace of Zeus)

そうび-Soubi (Equippable Abilities; signified by a Green or Blue diamond.

Green means the ability is not equipped, while a Blue represents the ability is currently equipped.)

Vivi's Equippable Abilities:

いつでもリフレク	15	いつでもレビテト	6
いつでもヘイスト	9	いつでもリジェネ	10
おまじない	12	MP20%アップ	8
いやしの	2	追加効果発動	3
リフレク貫通	7	リフレク倍返し	17
魔法無*性化	13	消費MP半減	11
満月の心得	8	熱せず冷ませず	4
レベルアップ	7	アビリティアップ	3
眠らずの術	5	毒味の術	4
沈黙回避の術	4	固まらずの術	4
魔法返し	9	オートポーション	3
止まらずの術	4	混乱回避の術	5

Always Reflect	15	Always Levitate	6
Always Haste	9	Always Regen	10
Life Guard	12	MP 20% Up	8
Healing Touch	2	Added Effect	3
Reflect Piercing	7	Reflect Double Return	17
Magic No Elements	13	Consume Half MP	11
Full Moon Heart	8	No Freeze/Burn	4
Level Up	7	Ability Up	3
Sleep Dodging Skill	5	Tasting Skill	4
Silence Dodging Skill	4	Hardness Dodging Skill	4
Magic Return	9	Auto Potion	3
Stop Dodging Skill	4	Confusion Dodging Skill	5

いつでもリフレク-Itsudemorifureku (Always Reflect) CP cost: 15.

AP to learn: 75.

Always have the 'Reflect' status in battle. Spells will bounce off the Reflected character onto an opponent.

Can be learned by equipping:

Accessories

リフレクトリング-Rifurekutoringu (Reflect Ring)

いつでもレビテト-Itsudemorebiteto (Always Levitate) CP cost: 6.

AP to learn: 20.

Always have the 'Levitate' status in battle. The character will float; thus being a defense against Earthquake attacks and spells.

Can be learned by equipping:

Accessories

フェザーブーツ-Feza-bu-tsu (Feather Boots)

いつでもヘイスト-Itsudemoheisuto (Always Haste) CP cost: 9.

AP to learn: 55.

Always have the 'Haste' status in battle. AT bar goes up twice as fast, and the 'Slow' spell will be ineffective against a character with Always Haste.

Can be learned by equipping:

Accessories

エルメスのくつ-Erumesu no Kutsu (Hermes' Shoes)

いつでもリジェネ-Itsudemorijene (Always Regen) CP cost: 10.

AP to learn: 30.

Always have the 'Regen' status in battle. The character will receive about 5% of their Max HP at regular intervals.

Can be learned by equipping:

Helmets

金の髪飾り-Kin no Kamikazari (Gold Hairband)

Armor

光のローブ-Hikari no Roobu (Light Robe)

おまじない-Omajinai (Life Guard) CP cost: 12.

AP to learn: 70.

Always start with the 'Reraise' status in battle. When fallen in battle for the first time, the character will be instantly revived as if the 'Life' spell was automatically cast. Only works one time per battle.

Can be learned by equipping:

Accessories

転生の指輪-Tensei no Yubiwa (Rebirth Ring)

MP20%アップ-MP20%appu (MP 20% Up) CP cost: 8.

AP to learn: 30.

Maximum MP up by 20%.

Can be learned by equipping:

Armor

黒のローブ-Kuro no Roobu (Black Robe)

いやしの-Iyashino (Healing Touch) CP cost: 2.
AP to learn: 20.

When equipped, physical attacks will heal the target, rather than damage them.

Can be learned by equipping:

Accessories

ガーネット-Gaaneto (Garnet)

追加効果発動-Tsuikakoukahatsudou (Added Effect) CP cost: 3.
AP to learn: 25.

When some weapons are equipped, they can do an extra attack; usually a status attack. With this Ability equipped, the extra attacks can be used. For example, go to Vivi's weapons menu, and hit select while on the オークスタッフ-Ookusutafu (Oak Staff). In the red letters is スロウ-Surou (Slow). When Vivi has the Oak Staff and this ability equipped, he will randomly do the 'Slow' status effect to an enemy. Whew.

Can be learned by equipping:

Helmets

羽根付き帽子-Hanetsukiboushi (Feather Cap)
ねじりはちまき-Nejirihachimaki (Twist Headband)

Armllets

ボンリスト-Bo-nrisuto (Bone Wrist)
キマイラの腕輪-Kimaira no Udewa (Chimera Armband)

Accessories

ガラスのバックル-Garasu no Bakuru (Glass Buckle)

リフレク貫通-Rifurekutsuranutsuu (Reflect Piercing) CP cost: 7.
AP to learn: 30.

When this Ability is equipped, Vivi's spells will hit a target even if they have the 'Reflect' status.

Can be learned by equipping:

Armor

ローブオブロード-Roobuoburoodo (Robe of Lord)

リフレク倍返し-Rifurekubaihengshi (Reflect Double Return) CP cost: 17.

AP to learn: 110.

With this Ability, a spell will do twice the damage after it has been reflected off a target.

Can be learned by equipping:

Armor

黒のローブ-Kuro no Roobu (Black Robe)

Accessories

ロゼッタの指輪-Rozeta no Yubiwa (Rosetta Ring)

魔法無*性化-Mahoumu*seika (Magic No Elements) CP cost: 13.

AP to learn: 115.

With this ability, magic spells have no elemental status and simply do damage (IE: you can use Blizzaga on an Ice monster and it will do damage rather than heal them).

Can be learned by equipping:

Accessories

プロミストリング-Puromisutoringu (Promised Ring)

まもりの指輪-Mamori no Yubiwa (Protect Ring)

消費MP半減-Shouhi MP Hangen (Consume Half MP) CP cost: 11.

AP to learn: 140.

Can be learned by equipping:

Armor

光のローブ-Hikari no Roobu (Light Robe)

Accessories

まもりの指輪-Mamori no Yubiwa (Protect Ring)

満月の心得-Mangetsu no Kokorotoku (Full Moon Heart) CP cost: 8.

AP to learn: 25.

The 'Trance' meter fills up faster when this ability is equipped, so the character will get into Trance mode more often.

Can be learned by equipping:

Helmets

ダルクハット-Darukuhato (Dark Hat)

Armlets

ヒスイの腕輪-Hisui no Udewa (Hisui? Armlet)

Armor

大地の衣-Daichi no Gi (Earth Clothes)

Accessories

サファイア-Safaia (Sapphire)

熱せず冷せず-Netsusezureisezu (No Freeze/Burn) CP cost: 4.

AP to learn: 15.

'Burn' and 'Freeze' status attacks are ineffective when a character is equipped with this Ability.

Can be learned by equipping:

Helmets

司祭の帽子-Shisai no Boushi (Priest's Hat)

Armlets

ヒスイの腕輪-Hisui no Udewa (Hisui? Armlet)

Accessories

ダイヤモンド-Daiyamondo (Diamond)

妖精のピアス-Yousei no Piasu (Fairy Pierce)

マダインの指輪-Madain no Yubiwa (Madain Ring)

レベルアップ-Reberuapu (Level Up) CP cost: 7.

AP to learn: 30.

Gain more Experience points from battles. (About 50% extra.)

Can be learned by equipping:

Armlets

エゴイストの腕輪-Egoisuto no Udewa (Egoist? Armlet)

Accessories

妖精のピアス-Yousei no Piasu (Fairy Pierce)

ロゼッタの指輪-Rozeta no Yubiwa (Rosetta Ring)

アビリティアップ-Abiritiapu (Ability Up) CP cost: 3.

AP to learn: 55.

Gain twice the AP in battles.

Can be learned by equipping:

Helmets

グリーンベレー-Guriinberee (Green Beret)

Armor

シルクのローブ-Shiruku no Roobu (Silk Robe)

Accessories

ラピスラザリ-Rapisurazari (Lapis Lazari)

リボン-Ribon (Ribbon)

眠らずの術-Nemurazu no Jutsu (Sleep Dodging Skill) CP cost: 5.

AP to learn: 25.

Character is immune to sleep attacks and magic.

Can be learned by equipping:

Helmets

バンダナ-Bandana (Bandana)

司祭の帽子-Shisai no Boushi (Priest's Hat)

Armor

魔術師の服-Majutsushi no Fuku (Mage Master's Cloth)

大地の衣-Daichi no Gi (Earth Clothes)

Accessories

さんごの指輪-Sango no Yubiwa (Coral Ring)

毒味の術-Dokumi no Jutsu (Tasting Skill) CP cost: 4.

AP to learn: 30.

Character is immune to 毒-Doku (Poison) status ailments when this Ability is equipped.

Can be learned by equipping:

Helmets

チャクラバンド-Chakurabando (Chakra Band)

Armllets

ガラスの腕輪-Garasu no Udewa (Glass Armlet)

Armor

サバイバルベスト-Sabaibarubesuto (Survival Vest)

Accessories

ガラスのバックル-Garasu no Bakuru (Glass Buckle)

沈黙回避の術-Chinmokukaihi no Jutsu (Silence Dodging Skill) CP cost: 4.

AP to learn: 40.

Character is immune to 沈黙-Chinmoku (Silence) status ailments when this Ability is equipped.

Can be learned by equipping:

Helmets

魔術師の帽子-Majutsushi no Boushi (Mage Master's Hat)

金の髪飾り-Kin no Kamikazari (Gold Hairband)

Armor

シルクのローブ-Shiruku no Roobu (Silk Robe)

固まらずの術-Komarazu no Jutsu (Hardness Dodging Skill) CP cost: 4.

AP to learn: 25.

Character is immune to 石-Ishi (Stone) status ailments when this Ability is equipped.

Can be learned by equipping:

Helmets

ダルクハット-Darukuhato (Dark Hat)

サークレット-Saakureto (Circlet)

Armllets

ドラゴンリスト-Doragonrisuto (Dragon Wrist)

Armor

ブロンズの胸当て-Buronzu no Muneate (Bronze Chestplate)

黒装束-Kuroshouzoku (Black Outfit)

魔法返し-Mahouhanshi (Magic Return) CP cost: 9.

AP to learn: 90.

When hit by a spell from an enemy, Vivi will automatically cast the same spell back at them, without any MP loss.

Can be learned by equipping:

Helmets

ヒュプノクラウン-Hyupunokuraun (Hypno Crown)

オートポーション-O-topo-shon (Auto Potion) CP cost: 3.

AP to learn: 10.

Use a potion in your inventory whenever attacked. Always uses the weakest potion, so it is more effective if the regular weak potions are disposed of, and High Potions are used instead.

Can be learned by equipping:

Armor

ミスリルベスト-Misurirubesuto (Mithril Vest)
魔術師のローブ-Majutsushi no Roobu (Mage Master's Robe)
魔人の胸当て-Majin no Muneate (Mage's Chestplate)

Accessories

エルメスのくつ-Erumesu no Kutsu (Hermes' Shoes)
金のチョーカー-Kin no Chookaa (Gold Choker)

止まらずの術-Shimarazu no Jutsu (Stop Dodging Skill) CP cost: 4.
AP to learn: 35.

Character is immune to the 'Stop' status ailment when this Ability is equipped.

Can be learned by equipping:

Helmets

黒頭巾-Kurozukin (Black Headtowel)
黄金のスカラー-Koukin no Sukaraa (Yellow-Gold Scraa?)

Armor

サバイバルベスト-Sabaibarubesuto (Survival Vest)
魔人の胸当て-Majin no Muneate (Mage's Chestplate)

混乱回避の術-Konrankaihi no Jutsu (Confusion Avoidance Skill) CP cost: 5.
AP to learn: 15.

Character is immune to 混乱-Konran (Confusion) status ailments when this Ability is equipped.

Can be learned by equipping:

Helmets

グリーンベレー-Guriinberee (Green Beret)
サークレット-Saakureto (Circlet)

Armllets

魔法の腕輪-Mahou no Udewa (Magic Armllet)

Armor

黒装束-Kuroshouzoku (Black Outfit)

Accessories

魔術師のくつ-Majutsushi no Kutsu (Mage Master's Shoes)

Thats it for now, unless I get enough emails about anything else or any additions/changes. Thank you for reading my FAQ and email with any questions

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